1/8

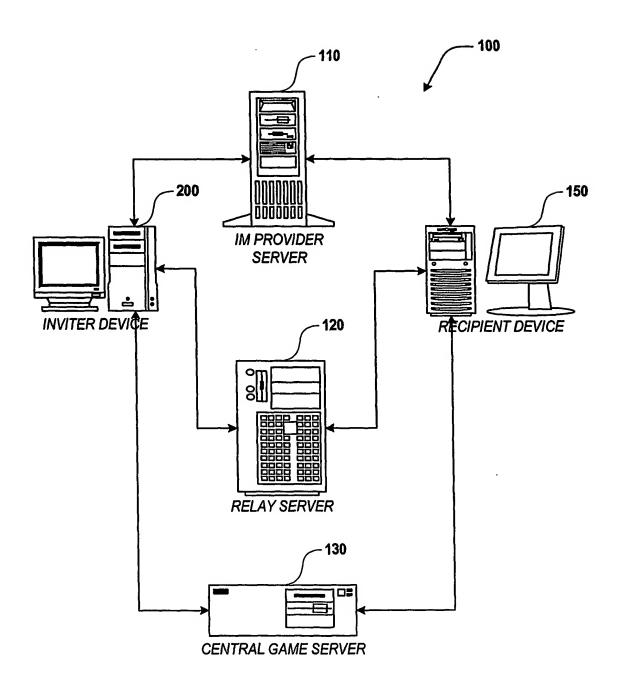


Fig.1.

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200 230 COMMUNICATION INTERFACE 240 DISPLAY 210 PROCESSING UNIT 220 255

MEMORY

OPERATING SYSTEM

INSTANT MESSENGER

GAME(S)

GAME CONTROL MANAGER

250

Fig.2.

260

265

- 275

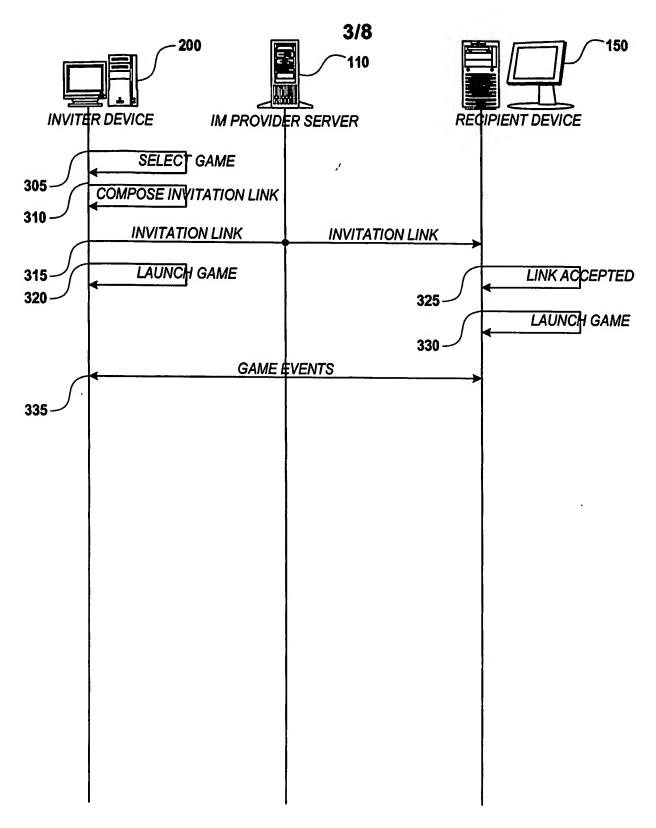


Fig.3.

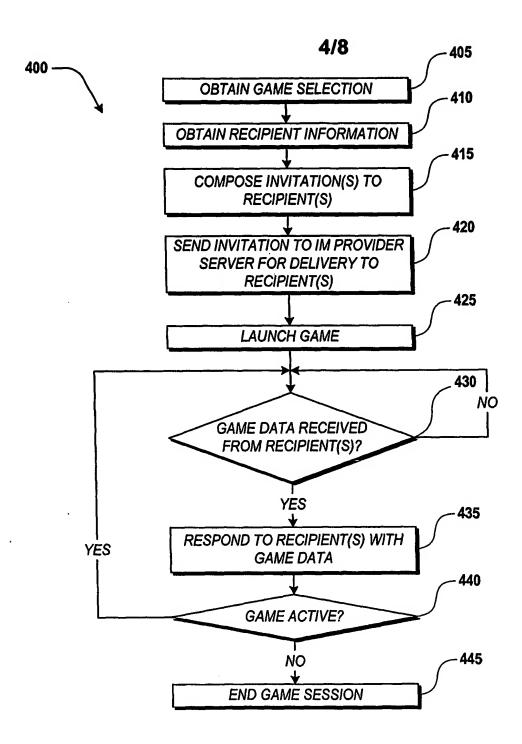


Fig.4.

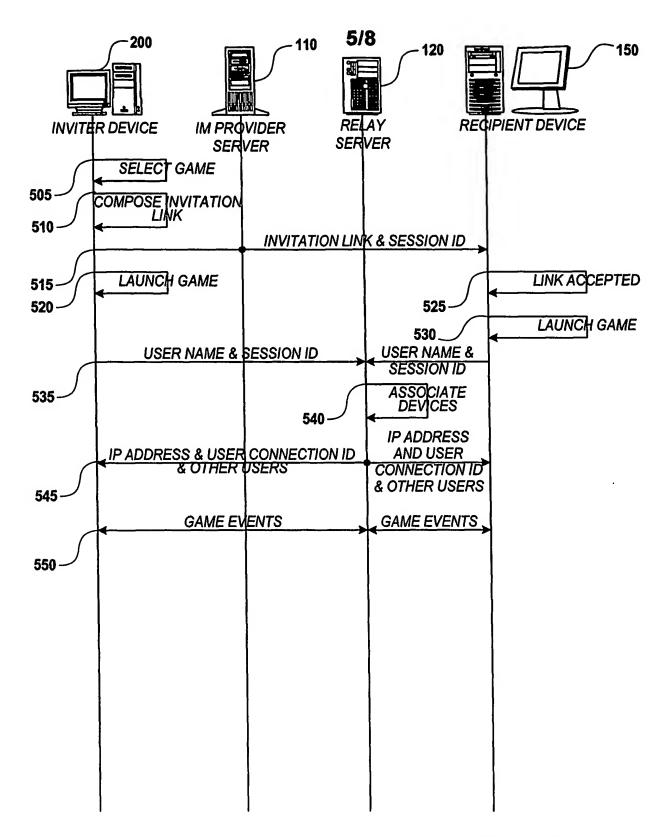
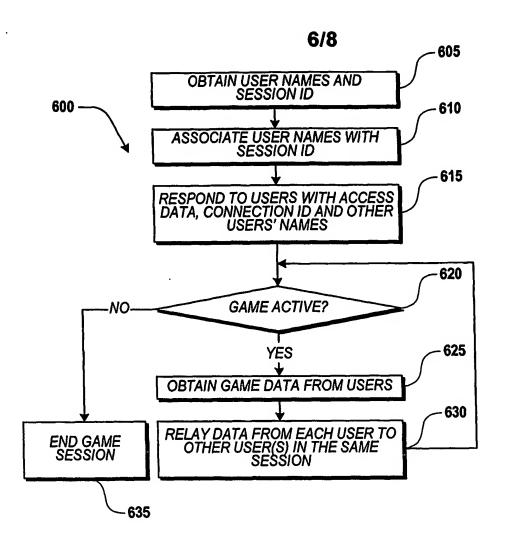


Fig.5.



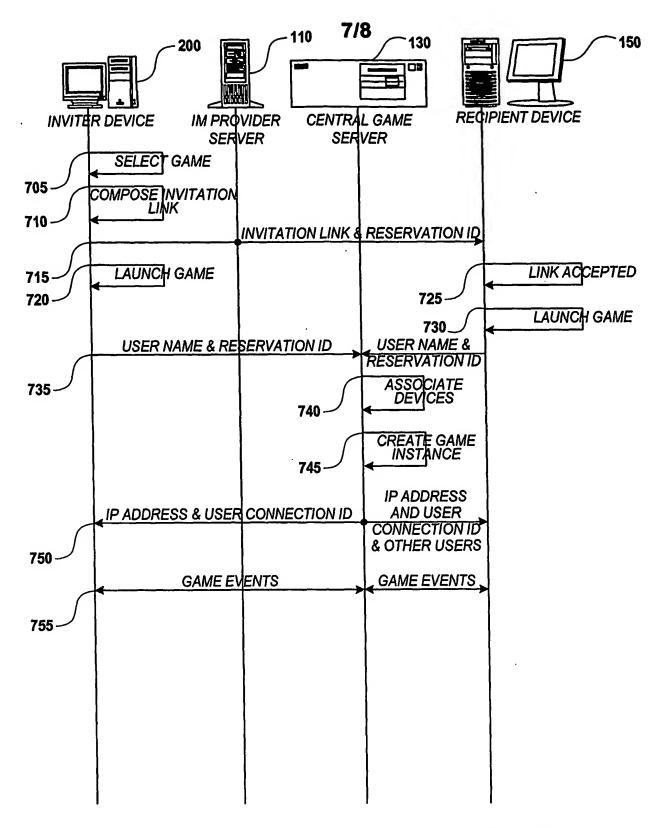


Fig.7.

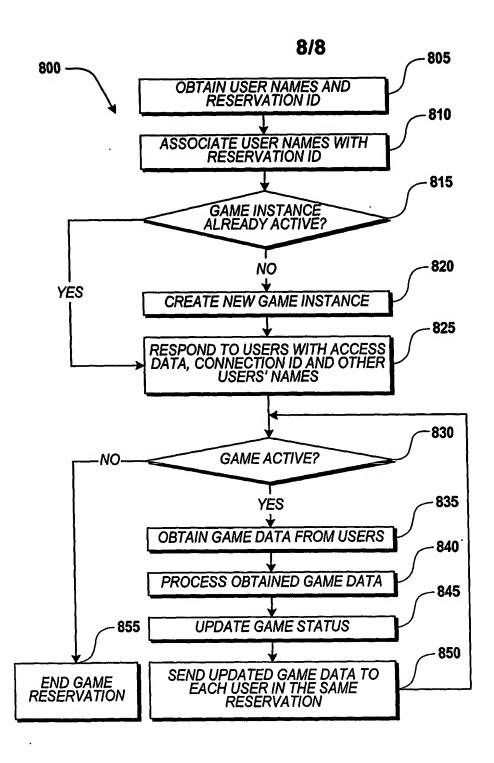


Fig.8.